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NINTENDO DS™



INSTRUCTION BOOKLET

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REV-E

TEEN



Blood

Mild Violence

Suggestive Themes

ESRB CONTENT RATING

[www.esrb.org](http://www.esrb.org)

Nintendo®

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## CONTENTS



- 3 ORDER IN THE COURT!
- 4 CHARACTERS
- 6 GETTING STARTED
- 7 CONTROLS
- 7 Using the Touch Screen
- 8 Using the Controller Buttons
- 10 GETTING INTO THE GAME
- 10 Main Menu
- 11 Game Flow
- 12 DETECTIVE WORK
- 12 Main Screen
- 14 Court Record
- 15 Toggle Screens
- 16 Psyche-Lock
- 18 COURTROOM
- 18 Questioning
- 19 Look for Inconsistencies
- 20 Yell "Objection!"
- 21 GAME OVER
- 21 Losing Life
- 22 SAVING YOUR GAME
- 23 LAW LIBRARY
- 24 HINTS
- 26 BACKSTAGE AT THE TURNABOUT

### A SPECIAL MESSAGE FROM CAPCOM®

Thank you for selecting PHOENIX WRIGHT™ - JUSTICE FOR ALL for your Nintendo DS™ system. CAPCOM® is proud to bring you this new addition to your video game library.

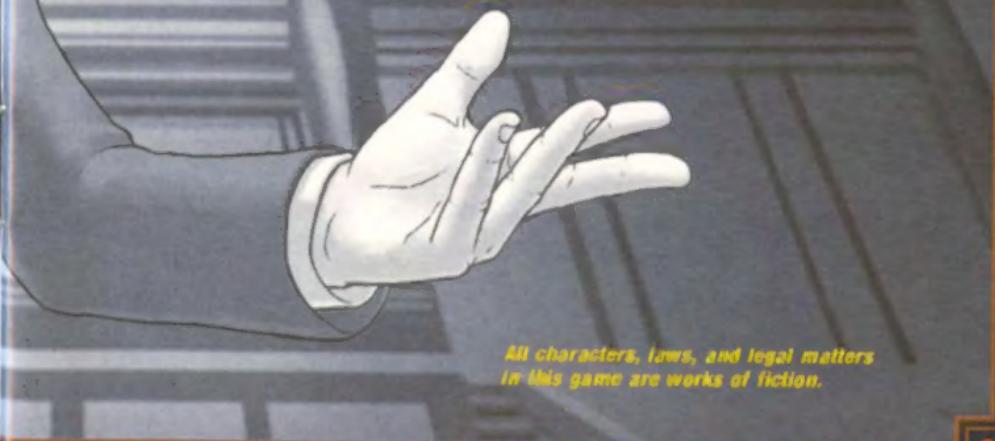


## ORDER IN THE COURT!

*I'm Phoenix Wright, a semi-famous defense attorney.*

*My clients are always the most desperate of the desperate. But I believe in them. I believe in their innocence 100%!*

*The courtroom is a fierce battleground. The tables are turned time and time again. But there is one thing I am sure of: The truth always reveals itself in the end!*



*All characters, laws, and legal matters in this game are works of fiction.*



# CHARACTERS

## PHOENIX WRIGHT

A defense attorney who fights with an unflinching sense of justice. Every time he's been in a pinch, he's managed to turn the tables and pull out ahead.



## MAYA FEY

Through a strange series of coincidences, Maya ended up as Phoenix's assistant. She is a spirit medium, now in training to take on the full responsibilities she will be expected to bear.

## FRANZISKA VON KARMA

Franziska is the daughter of prosecuting genius, Manfred von Karma. Born and raised in Germany, she began her prosecuting career at age 13, and is very proud of her perfect win record.



## PEARL FEY



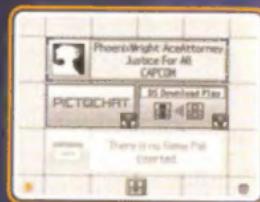
A daughter of the Fey Branch family, Pearl possesses great spiritual power. Pearl is Maya's cousin and looks up to her as an older sister.



# GETTING STARTED

1. With the Nintendo DS™ turned **OFF**, insert the **PHOENIX WRIGHT™: ACE ATTORNEY™ - JUSTICE FOR ALL** Game Card securely into the slot.
2. Turn the system **ON**.
3. When you see the DS Menu, touch **PHOENIX WRIGHT: ACE ATTORNEY - JUSTICE FOR ALL** to load the game.
4. Begin play from the Title screen and Main Menu (turn to page 10).

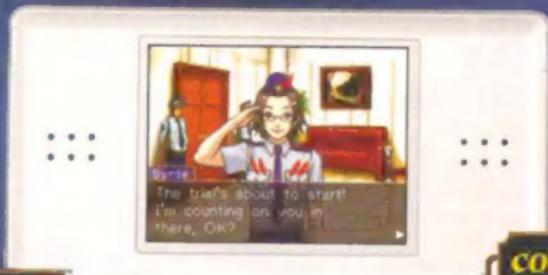
- ❑ If your Nintendo DS is set to *Auto-load*, you don't need to go through these steps. (See your Nintendo DS manual for information about *Auto-load*.)
- ❑ In this manual, screenshots from the Top Screen are bordered in blue, and screenshots from the bottom Touch Screen are bordered in yellow.



# CONTROLS

## USING THE TOUCH SCREEN

You can play this game completely by using the Touch Screen. Touch the panel on the bottom screen to proceed.



Touch this panel to scroll through dialog or text.



## COURT RECORD



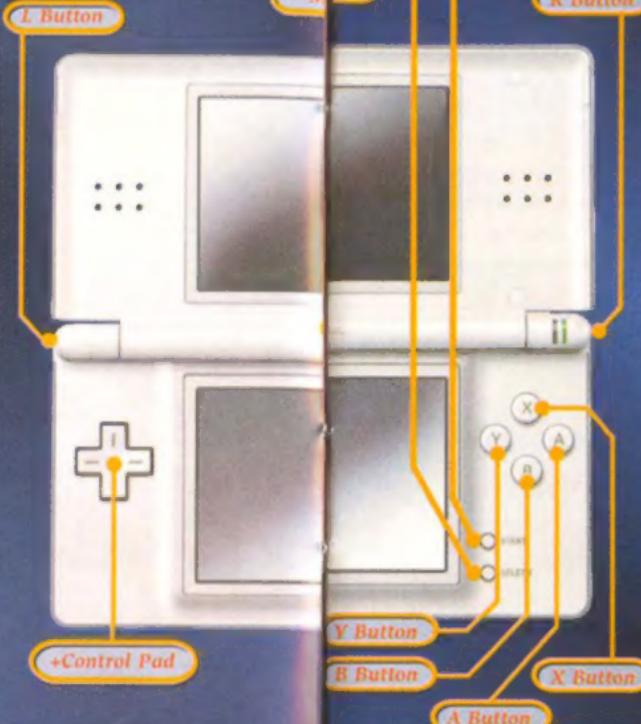
Touch this panel to open the Court Record (see page 14).

## USING THE CONTROLLER BUTTONS

You can also play this game by using the controller buttons.

### IN THE COURTROOM

- +Control Pad** Highlight options.  
Move forward or back through testimonies during questioning.
- Y Button** Toggle microphone input.
- X Button** Select evidence to present.
- A Button** Confirm.  
Move forward through dialog.
- B Button** Cancel.  
Move back one item.
- L Button** Press witness during questioning.
- R Button** Present evidence during questioning.  
Open or cycle through the Court Record.
- START** Open the Save screen.



### DETECTIVE WORK

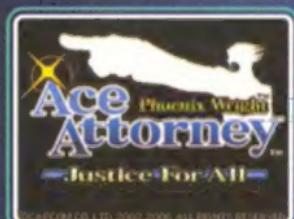
- +Control Pad** Highlight options.
- Y Button** Toggle microphone input.
- X Button** Select evidence to present.
- A Button** Confirm.  
Move forward through dialog.
- B Button** Cancel.  
Move back one item.
- L Button** Switch screens when the panel appears.
- R Button** Open or cycle through the Court Record.
- START** Open the Save screen.



# GETTING INTO THE GAME

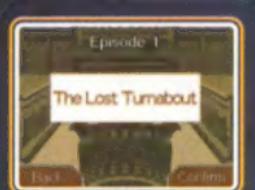
## MAIN MENU

At the Title Screen, the Main Menu appears on the lower screen.  
Use the Touch Screen to make your selection and begin play.



### NEW GAME

Start a new game or replay episodes you've played before, starting from the beginning. (Only one episode is available when you start a new game.)



### CONTINUE

Restart from your last save point or from the beginning of the chapter you last quit from.



## GAME FLOW

This game contains four independent episodes. Each episode is divided into chapters, with courtroom sessions and detective work.

### When you solve one case...

You unlock a new case to play.

When you play through episodes you already completed, you can fast-forward through the dialog by touching the ▶ panel or pressing the B Button. (You may not be able to fast-forward through certain sections.)





# DETECTIVE WORK

The day before the trial, you must investigate the case to gather the evidence you'll need to win the trial. Once you gather enough evidence, you can move on to the next chapter in the episode.

## MAIN SCREEN

On the Main Screen, touch the panel to enter the sub-screen for the command you want. From the sub-screen, select **BACK** to return to the Main Screen.



## EXAMINE

Use the +Control Pad or touch the lower screen to move the cursor around and check various things on screen. When you move the cursor over an item that can be checked, the **EXAMINE** panel appears.



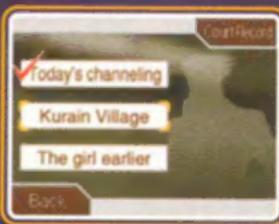
## MOVE

Touch a location to move to it. As the story unfolds, you will be able to move to more places.



## TALK

Choose a topic to discuss. Listen to what a witness has to say. Topics you have already selected are marked with a checkmark. If there are no witnesses around to talk to, this option won't appear.



## PRES

Present evidence and profiles you've collected to get information from a witness. If there are no witnesses around, this option won't appear.





## COURT RECORD

Use the Court Record to view the pieces of evidence you've collected. Touch the **PROFILES** panel to view data on persons related to the case. Select **BACK** to close the Court Record.

The screenshot shows two panels side-by-side. The left panel is titled "EVIDENCE LIST" and displays a grid of icons representing different pieces of evidence. One icon, a yellow badge, is highlighted. The right panel is titled "EVIDENCE DETAILS" and shows a detailed view of the selected badge. It includes a small image of the badge, its name ("Attorney's Badge"), type ("Other"), and a descriptive text: "It's my all-important badge, it shows that I am a defense attorney." Both panels have a "Back" button at the bottom. A large double-headed arrow between the panels indicates they are interactive.

**EVIDENCE LIST**

**EVIDENCE DETAILS**

Touch the piece of evidence from the **EVIDENCE LIST** to view **DETAILS** on the item.

## TOGGLE SCREENS

The screenshot shows a "TOGGLE SCREENS" interface. Two views of a library interior are shown side-by-side, each with a green border. A large double-headed arrow between them indicates they can be toggled. Below the screens is a text instruction. A separate inset at the bottom shows a "CourtRecord" screen with a "Move" button and a "← →" button, with an orange arrow pointing to the "← →" button.

When you see the panel, touch it (or press the *L Button*) to toggle back and forth between screens.

CourtRecord

Examine Move

← →



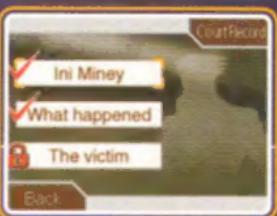
## PSYCHE-LOCKS



Witnesses hold secrets within their hearts. But through the power of the "Magatama" that you will obtain, you can "see" those secrets. These are known as *Psyche-Locks*. In order to resolve your case, you must break these Locks.

## LOCK SYMBOL

If you hit upon a topic a witness really doesn't want to discuss, one or more Psyche-Locks will appear. A lock symbol will appear on a topic that is under Psyche-Lock.



## MAGATAMA

Present the "Magatama" to the witness to start unlocking the Psyche-Locks. Evidence and profile data will be your weapons in this battle.

- Present correct pieces of evidence and/or profiles to break the Locks.
- Break all the Locks and new information is yours.



### CAVEAT 1

- Remember how many Locks appear — they tell you how deeply buried this secret is.

### CAVEAT 2

- Be careful when unlocking secrets. Mis-steps will work against you.

### CAVEAT 3

- Know when to back off. If you don't have the necessary proof, you'll need the courage to stop.





# COURTROOM

In the courtroom, your job is to prove the defendant innocent and win the case. You'll have to present evidence to the prosecutor and judge, question witnesses, and reveal the lies and inconsistencies.

## QUESTIONING

You will find that many witnesses lie during their testimony. Questioning is your chance to press them and call them on their lies. You can use two commands to get closer to the truth.

## PRESS



Touch the **PRESS** panel to interrupt a witness. The witness's testimony may even change if you intimidate the person, so keep at it until you get to the bottom of things.

Press

Present

Present

Present

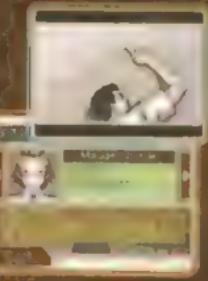
Touch the arrows  
to advance or move  
back through  
testimony.

## LOOK FOR INCONSISTENCIES

When you see an inconsistency between the testimony and the Court Record, that's your chance to strike back! Present your evidence to the witness and expose that person's lie!



Present evidence  
and turn the tide of  
battle in your favor!



If you discover an  
inconsistency, touch  
the **PRESENT** panel  
to expose the lie.

## PRESENT



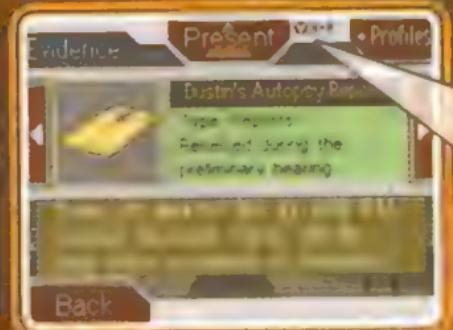
Objection! The witness  
is lying! If you present  
evidence, the witness  
will be exposed and  
you will win the case.



# GAME OVER

## YELL TO OBJECTION

You can use your own voice to yell into the microphone while pressing the witness.



When you see the microphone on screen, you are free to yell into the mic. Hold the Y Button to turn on microphone recognition and yell "Objection!"



## LOSING LIFE

- ❑ You lose your life if you present a witness with the wrong piece of evidence or profile, or...
- ❑ If you present a wrong piece of evidence or profile during a Psyche-Lock. (You cannot get a Game Over during a Psyche-Lock.)
- ❑ You regain 50% of your total life when you successfully unlock a Psyche-Lock.
- ❑ Your life bar is completely restored when you complete an entire episode.





## SAVING YOUR GAME

**Press *START* to display the Save screen and save your progress. The next time you start the game you can continue from this point.**

- You can save your progress and quit the game at any time.



If you prove your client's innocence in court, you'll complete that episode. Completing an episode unlocks a new episode on the Main Menu.

- Hold down the **B** and **R** Buttons at the same time when all save data. Be careful! Save data will be erased and cannot be restored.



LAW LIBRARY

*The law system in this game is only a partial representation of attorney justice for all, and does not reflect events in real-world courts.*



**RIDGE**

**Controls courtroom and makes final judgment based on cases presented by both defense attorney and prosecutor.**

## **PROSECUTOR**

**Submits evidence and calls witnesses to testify in order to prove the defendant's guilt.**

# DEFENSE ATTORNEY

**Argues against evidence and testimony presented by the prosecution, to prove the defendant's innocence.**

**DEFENDANT:**

**Person on trial** Judge rules whether the defendant is guilty or not guilty.



## HINTS



### DETECTION TACTICS

- Try exploring different areas.
- Examine different objects.
- Listen to what people tell you and try out different responses.
- Press witnesses with different pieces of evidence and profiles.

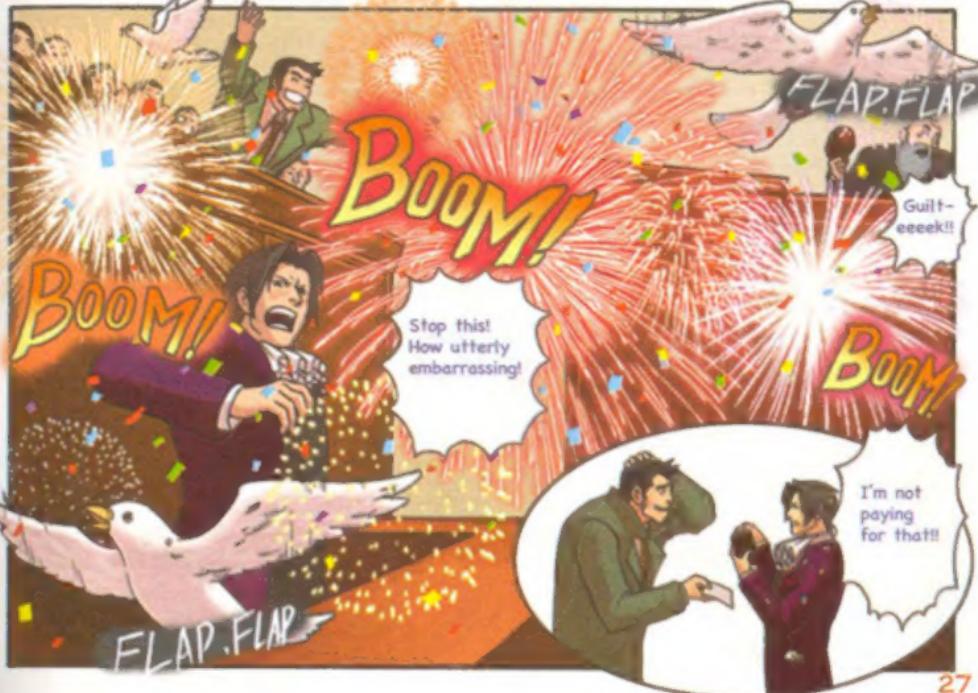
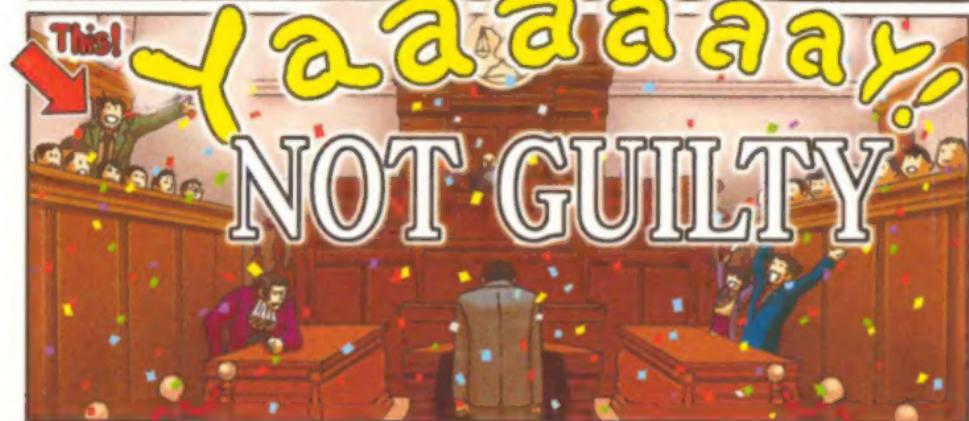


### COURTROOM STRATEGIES

- Try intimidating the witness into breaking down.
- Refer to the Court Record as you question the witnesses.
- Try responses even if you think they won't work.
- Ask a friend if you get stuck.



## BACKSTAGE AT THE TURNABOUT





EVERYONE  
**E**

Cartoon Violence

ESRB CONTENT RATING

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## NOTES



## NOTES

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### ESRB RATING

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